

Dragon NaturallyMobile™ Recorder

**User's
Guide**



May 1999. Third edition.

This publication may not include some last-minute technical changes and/or revisions to the program. Changes are periodically made to the information described here. Future editions of this manual will incorporate these changes. For last-minute changes that are not incorporated in this edition, refer to the Readme file included in your program.

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and then on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into a different outlet so that the equipment and receiver are on different branch circuits.

Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, (2) this device must accept any interference received including interference that may cause undesired operation.

Changes or modifications not expressly approved by Voice It Worldwide, Inc., could void the user's authority to operate the equipment.

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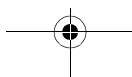
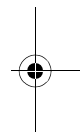
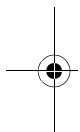
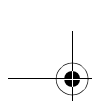
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Chapter 1

Basic Features and Functions

The Dragon NaturallyMobile™ digital recorder is the first recorder designed specifically for speech recognition. You can use this ergonomic, handheld recorder with products such as Dragon NaturallyMobile and Dragon NaturallyOrganized™ to take the advantages of speech recognition with you even when you are away from your computer.

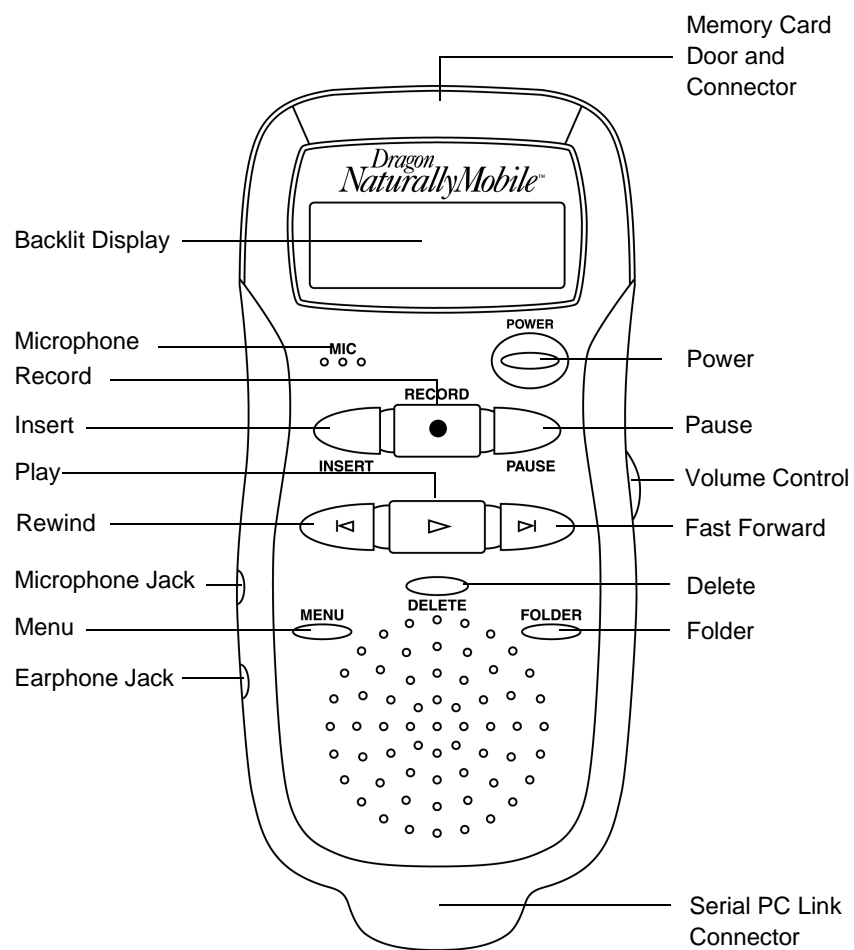
Among its many features the Dragon NaturallyMobile recorder includes:

- **Ease of Use** Just press the Record button to start dictating, the Pause button when you must interrupt your thoughts, and Pause again when you are ready to resume dictating.
- **Organization** You can organize your dictation into up to 99 folders, which you can name individually. Each folder can hold up to 99 files. Files are marked automatically with creation dates and times.
- **Built-in Editing** Listen to your dictation, using the built-in speaker, and then selectively insert and remove text.
- **Expandable Memory** The Dragon NaturallyMobile recorder holds up to 40 minutes of recorded speech in its internal memory. With widely available and reusable memory cards it can record up to 80 additional minutes.
- **High-Quality Microphone** All components of the Dragon NaturallyMobile recorder are manufactured especially to the high speech-recognition standards of Dragon Systems.
- **Informative** The backlit LCD screen shows remaining recording time, battery life, and current file name.

These features and others are described in the following sections of this user's guide.

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Dragon NaturallyMobile Recorder



Recorder Overview

Backlit Display—Shows folders, functions, memory and battery gauges. Includes indicators for speed and memory card (see page 4).

Microphone—Hold the microphone close to the corner of your mouth for best voice-to-text recording.

Record—Starts and stops recording (see page 17).

Insert—Inserts comments within recordings and inserts new recordings between other recordings (see page 19).

Play—Starts and stops playback of recordings (see page 18).

Rewind/Fast Forward—Moves you from one recording to another recording; speeds up and slows down playback within a recording; rewinds and fast forwards within a recording (see page 18).

Microphone Jack—Connects unit to an external microphone jack (see page 5).

Menu—Accesses adjustments for the clock, recording speed, beeps, microphone mode, and number of folders; also use to view information on files, move files, and set or find index marks in recordings (see page 7).

Earphone Jack—Connects unit to earphone or headsets.

Memory Card Door and Connector—Receives cards that expand the recording and storage capacity of the Dragon NaturallyMobile recorder (see page 13).

Power—Turns the Dragon NaturallyMobile recorder on and off; displays the time and date when pressed briefly (see page 7).

Pause—Temporarily stop recording or playback; also use to jump quickly to the end of a recording (see page 17).

Volume Control—Turns playback volume up or down. Does not affect recording volume.

Delete—Deletes recordings and sections of recordings marked for deletion (see page 20).

Folder—Moves you from folder to folder and from the internal memory to a memory card (see page 24).

Serial PC Link Connector—Connects unit to a PC through a serial port (see page 27).

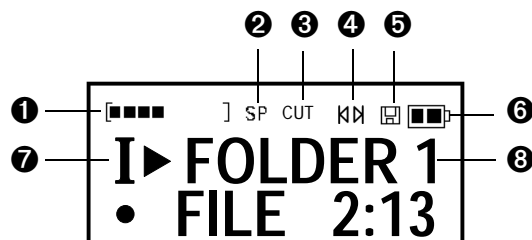
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The Dragon NaturallyMobile Recorder Display

- ❶ **Memory Bar**—Indicates how much memory is being used.
- ❷ **Speed Indicator**—Shows whether SP (standard play) or LP (long play) is in use (see page 8). If neither appear, then VT (Voice-to-Text) is the current speed.

Note Always use VT (Voice-to-Text) speed when using your recorder with Dragon Systems speech-recognition software.

- ❸ **Cut Icon**—Indicates that a deletion process is under way.
- ❹ **Move Indicator**—Indicates recording move in progress.
- ❺ **Memory Card Icon**—Appears if a memory card is inserted.
- ❻ **Battery Level**—Shows the remaining battery power.
- ❼ **Message Indicator**—Shows the beginning or end of a message.
- ❽ **Text Area**—Shows information on the current use of the recorder; identifies recordings; gives information about recordings.



Caution

Heat, moisture, and static electricity can damage your recorder. It is important to keep the device out of the sun and away from places where it might get wet or be subjected to excessive static electricity.

Chapter 2

Getting Started

Loading Batteries and Starting the Recorder

- 1 Remove the battery door on the back of the recorder.
- 2 Install two AAA batteries. *Note the orientation of the batteries shown on the inside of the battery compartment.*
- 3 Replace battery door.
- 4 Unit will flash “start” and a downward pointing arrow will direct you to the Power button. Press and release the Power button to continue startup.
- 5 The unit will start up and go to the Clock Set screen.

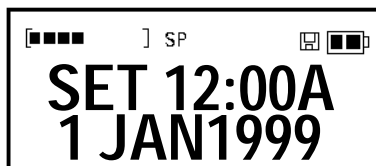


Tip

Be sure to set the clock before using the recorder. The clock is used to put a time-and-date stamp on recordings, which will help you identify them if you download them to a computer. Also, you may want to set a user ID for yourself, which will attach your name to your recordings. This is done via the Voice It® Link® software (see page 27).

Setting the Clock

The first item to be set will be blinking.



- Press the Rewind and Fast Forward buttons to set the clock to the correct time.
- Press Play (▶) to move from one setting to another.
- Continue in this manner until the clock shows the correct time and date.
- Press Delete or Power to exit the clock-setting mode.

To select military time, press the Folder button any time while in the time-setting mode.

To set seconds to zero, press Pause.



Tip

When adjusting the time or date, holding down the Rewind or Fast Forward button will speed up the process. If you press Record instead of Play you will move backward through the fields.

Using a Remote Microphone

You can use an external microphone with your Dragon NaturallyMobile Recorder for settings where an external microphone is needed.

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- Plug the external microphone into the jack on the side of the recorder.
The microphone should be an Electret type with an impedance of about 2.2K Ohm, such as the headset microphone that comes with Dragon NaturallySpeaking. The internal microphone will automatically disconnect when an external microphone is plugged in.

Chapter 3



Tip

You can view the time and date while the recorder is idle by pressing and quickly releasing the Power button.

Settings and Basic Functions

Turning the Recorder On and Off

- Press the Power button and hold it for about a second. When the unit is turned on, the user name that you may have set with the Voice It Link software will show briefly.

Using the Menu Button

Pressing and releasing the Menu button will allow you to access information on your recording files, move files from one folder to another, and use setup controls for speeds, microphone sensitivity, beeps, number of folders, and date/time.

- Press and release Menu to enter the Menu function.
- Press and release Menu to cycle through the four menu sections. The sections are labeled FILE INFO, MOVE FILE, SETUP, and CLOCK SET.

Note You will not see FILE INFO or MOVE FILE if the current folder is empty.

- Press Play (▶) to enter a section.
- Press Rewind and Fast Forward to change settings or to scroll through notes attached to recordings.
- Press Delete or Power to exit the Menu function and save any changes you have made.

About Recording Speeds

Your Dragon NaturallyMobile Recorder gives you three speeds for recording. When using the 4 MB internal memory, recording times are approximately 40 minutes at voice-to-text speed (VT), 55 minutes at standard play (SP), and 74 minutes at long play (LP). For voice-to-text recording and for the best sound quality, always select the VT speed. To stretch out your recording time, select SP or LP. SP provides better sound quality than LP.

**Tip**

Want to see your remaining recording time at different speeds? When you access the speed setup function, the recorder's display shows the available time remaining on the currently selected memory at the speed you have chosen. It also shows which memory you are on—"I" for the internal memory, and "C" for the memory card.

**Tip**

For voice-to-text translation, always hold the microphone about two inches from and to the side of your mouth.



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Adjusting the Recording Speed

- Press and release Menu to enter the menu and continue to press and release it until you see SETUP.
- Press and release Play (▶) to bring up the speed function. *The display will show the selected speed, the memory you are using (I for internal, C for a card), and the remaining recording time for the selected speed.*
- Press Rewind or Fast Forward to change the speed.
- Press Delete or Power to exit and save changes or press Play (▶) to continue to the next setup item.

Setting the Recorder for Speech Recognition

- Set the recorder to VT speed.
- Set the microphone sensitivity to Dictation mode.
- Hold the microphone about two inches away from your mouth.

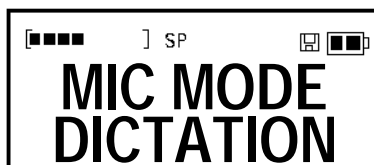
Setting the Microphone Sensitivity

Your recorder gives you a choice of two microphone sensitivity settings: Dictation and Conference. For voice-to-text recording, you must set the microphone to Dictation mode. For recording when the microphone must be at a distance greater than about ten inches from the speaker, use the Conference mode.

- Press and release Menu until you see SETUP.



- Press and release Play (▶) to bring up the microphone function. *The display will show the current microphone mode—either Dictation or Conference.*



- Press Rewind or Fast Forward to switch from one microphone mode to another.
- Press Delete or Power to exit and save changes or press Play (▶) to continue to the next setup item.

Turning Beeps On and Off

Your recorder is programmed to beep in conjunction with certain functions. Generally, low-tone beeps indicate that the function you are attempting is inappropriate in the current context. Higher-tone beeps confirm actions. You can turn these beeps on or off.

- Press and release Menu until you see SETUP.



- Press Play (▶) until the beeps option appears.
- Press Rewind and Fast Forward to turn the beeps on and off.
- Press Delete or Power to exit the menu function.



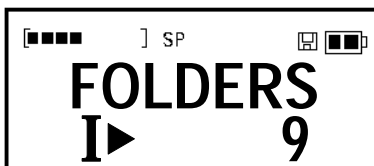
Creating New Folders

You can add or remove folders to organize your recording files. Your recorder will hold up to 99 folders on its internal memory or card memory.

- Press and release Menu until the display shows SETUP.
- Press Play (▶) to enter the Setup section and find the Folders function.
The display will show the word FOLDERS. It will also indicate whether

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you are using the internal memory (I) or a card (C), and show the number of folders you have.



- Press Rewind (⏮) or Fast Forward (⏭) to change the number of folders. *New folders are placed at the end. The recorder will allow you to reduce the number of folders to those that are in use—but not below that number. Also, the Folders cannot be reduced if the last Folder is in use.*
- Press Delete or Power to exit and save the changes you have made.

Reviewing Information on Recordings

Your recorder keeps track of basic information on each of your recording files, including its length, the time and date it was created, and the time and date it was last modified. Additionally, you can attach written notes (up to 128 characters) to recordings via the Voice It Link software.

- Press and release Menu until you see FILE INFO.



- Press Play (▶) to see the note for the current recording (if a note exists).
- Press Rewind and Fast Forward to scroll through the note.
- Press Play (▶) to advance to the next piece of information.
- Press Delete or Power to exit the menu and save any changes you have made.

Moving Files From Folder to Folder

You can move files within a folder or from one folder to another. If you are working within a single memory (Internal or Card), the file simply moves

from one position to another. If you move a file from one memory to another, the recorder makes a copy of the file.

- Press and release Menu until you see MOVE FILE.



- Press Play (▶) to select the current file as the one to be moved. The messages TO FINISH MOVE and GO TO DEST PRESS MENU will briefly display and the icon at the top of the display will start blinking to show a move is in progress.



- Locate the destination folder and the position within a folder. The file will be inserted before or after the current recording as indicated by the dot (•) next to the name.
- Press Menu to place the file in the new location.
- If you change your mind during the operation and do not want to move the recording, press and quickly release Delete; the move will be canceled.



Tip

Loss of battery power will not cause you to lose your recordings. Your recorder uses a technology called Flash memory that protects your recordings even when the unit is without power.

Monitoring the Battery Level

The battery-level icon, which appears on the upper right side of the display, shows how much power remains on the recorder's batteries.



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When the battery is at full strength, the two black boxes are full. When the battery is at half strength, only one black box appears. When the battery supply is nearly empty, only the outline appears. Batteries should be replaced at this time. When the empty battery outline flashes, your recorder will not record until new batteries are installed.

Monitoring the Memory Level

The memory bar, which appears on the upper left side of the display, shows how much memory has been used on the recorder's internal memory or the memory card that you inserted.



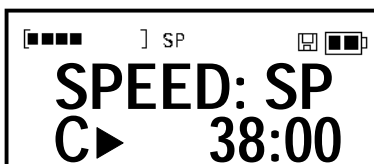
The memory bar consists of eight boxes and two brackets. When empty, only the two brackets show. The black boxes appear as the memory fills. When nearly full, the boxes will begin flashing. This warns you that your remaining memory is down to about a minute or less.

When the unit runs out of memory during a recording, the unit beeps and the recording stops. The display will read either **CARD FULL** or **INT MEMORY FULL**, depending on the memory you are currently using.



Checking the Exact Amount of Memory Remaining

- Press and release the Menu button until you see **SETUP**. *The time left on the memory you are using shows on the display. Press Play (▶) to enter SETUP.*



When a Folder Is Full

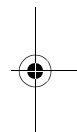
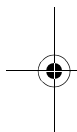
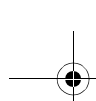
Each folder can hold up to 99 recordings (60 recordings for 2MB cards). If you have many brief recordings, you could encounter a full folder. When a folder is full, the display will give you a FOLDER FULL message. This does not mean that you are out of memory. It means only that the particular folder you are using cannot hold any more recordings. To continue recording, simply move to another folder or create a new folder.



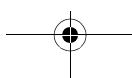
Working With Memory Cards

About Memory Cards

Use of memory cards expands the capacity of your Dragon NaturallyMobile Recorder. Your recorder uses industry-standard 2 MB, 4 MB, and 8 MB SmartMedia cards. When a card is inserted, it works just like the recorder's internal memory. As with the internal memory, the cards provide multiple folders to hold recordings.



Recorder Back



- If the words UNKNOWN/CARD



PRESS/DELETE



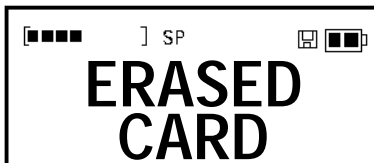
and FOR 5 SEC/TO ERASE



appear, the card needs to be formatted for use in the recorder. Press and hold Delete until you see the words ERASING CARD



and ERASED CARD.



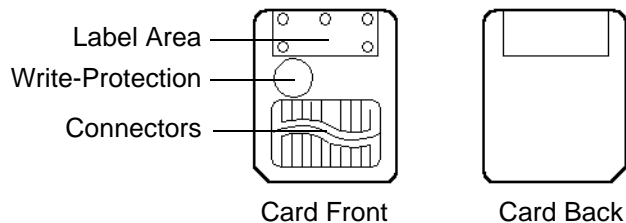
This will erase all contents and format the card. After this process, the card should be ready to use.

Protecting Recordings on Cards

Write-protection ensures that you will not erase or write over a recording you want to keep. You can still listen to recordings on a write-protected card.

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To prevent recording on a card, place the card's special round sticker in the recessed area on the top of the card. The recorder will not let you record on such cards until the sticker is removed.



Tip

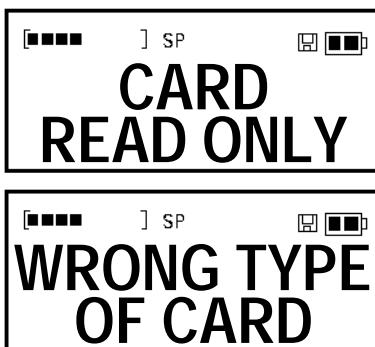
If the display shows the message **WRONG TYPE OF CARD**, the memory card cannot be used by your recorder. Try another type of card. Your Dragon NaturallyMobile Recorder uses SmartMedia 3.3V cards (SSFDC type) in 2 MB, 4 MB, and 8 MB sizes. If you have trouble locating cards, call Voice It Customer Service 1.800.47VOICE.

Removing Write Protection

If you see the message **CARD/READ ONLY** when you try to record on a card, write-protection is active.

The Dragon NaturallyMobile Recorder will not allow you to store new recordings on the card unless you disable write-protection.

Remove the round sticker from the recessed area. This will remove write-protection and allow you to record on the card.



Chapter 4

Using Your Recorder



Tip

Recording does not start until you release the Record button. After recording has stopped, if you want to listen to what you have recorded, simply press Play. Your recording will immediately begin playing back from the beginning.



Tip

To review what you have recorded so far, press and hold Rewind until "AT START" appears on the display. Press Play to hear what you just recorded. Press Record to resume recording.



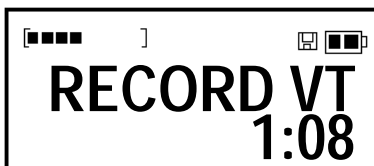
Tip

If you accidentally exit the Pause mode, you can restart your recording where you left off by starting the playback of what you previously recorded and then pressing Pause. Then press and release Record. You will jump to the end of the recording and you can start adding comments there.

Recording

Making a New Recording

- Press Folder to select a folder to hold your recording, if the display shows the wrong folder. *Press Folder multiple times to scroll through the folders on the internal memory (I) and the folders on a memory card (C), if one is in use.*
- Press and release Record to begin recording. *The elapsed time of your recording appears on the display while you are recording.*



- Press and release Record to stop recording. *The display will show the folder that holds your recording and the number of the recording. If you want to create a recording between two existing recordings, use the FastForward/ Rewind buttons to locate the spot to create the new recording.*



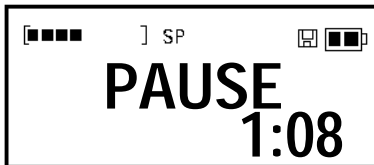
- Press Insert and you will create a new recording before or after the current file as indicated by the (•) next to the name.

Pausing During a Recording

- Press Pause. *The display will blink while you are paused. After five minutes in Pause Mode automatic exiting occurs, Pause ends, and playback stops. This saves battery power.*

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- Press Pause or Record to resume recording.

**Tip**

To play all the recordings in a folder, use the Rewind button to find the first recording, then press and hold Play for about two seconds.

Playback**Playing a Recording**

- Press Folder to find the folder that holds the recording.
- Press Rewind or Fast Forward to find the recording you want to play.
- Press and release Play (▶).

Pausing During Playback

- Press Pause. *After five minutes in Pause Mode automatic exiting occurs, Pause ends, and playback stops. This saves battery power.*
- To resume playback when paused, press either Pause or Play (▶).

Stopping a Recording That Is Playing

- Press and release Play (▶). *The recording will stop at the end.*

**Tip**

Earphones or headphones can be used with your recorder. These allow you to listen to recordings in private. The speaker on the recorder automatically disconnects when a compatible set of earphones are plugged into the unit. If stereo headphones are used, the sound will emanate from just one earpiece unless you use a special adapter jack.

Playing a Recording Faster

- While playing a recording, briefly tap Fast Forward. *This will cause the recording to play twice as fast.*
- To return to normal speed, briefly tap Fast Forward again.

Playing a Recording More Slowly

- While playing a recording, briefly tap Rewind. *This will cause the recording to play at a slower speed.*
- To return to normal speed, briefly tap Rewind again.

Scrolling Through a Recording

- While playing a recording, press and hold down Fast Forward to scroll forward and Rewind to scroll backward. *If you hear a low beep while scrolling forward or backward, you have reached the end or the beginning of the recording. At this point, the recorder will be in pause mode.*

Playing Recordings Continuously

- Press and hold the Play (▶) button for about two seconds. *This causes all the recordings in the current folder to play continuously beginning with the current recording.*

Inserting and Deleting

Adding Comments to the End of a Recording

- Begin playback, then press Pause.
- Press and release Record. *You will jump to the end of the recording and your comments will be added there.*

Or

- Press and hold Fast Forward while playing a message until you reach the end of the message, then press and release Record.

Inserting Comments

- Locate the point at which you want to begin inserting comments.
- Press Pause.
- Press Insert to begin.
- To stop the insertion process, press either Record or Insert. *The recorder will be in pause mode.*



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**Tip**

To jump quickly to the end of a recording being played, press Play. To jump quickly to the start of a recording, press Play and then Rewind.

Deleting Comments

- While playing a recording, locate the point at which you want to begin deleting.
- Press Pause. *You can also begin your cut by simply pressing Delete.*
- Press and release Delete. *The display will show START CUT briefly, then the word CUT will blink on the top at the display. (Be careful here: If you press and hold Delete you will see CUT TO END? If you continue to hold delete after you see that message you will cut from the current location to the end of the recording.)*



- Listen to the recording until you reach the end of the comments that you want to cut.
- Press Pause.
- Press and hold Delete to complete the cut. *The words DELETE?/SEGMENT will blink on the screen. Continue holding down Delete for about a second until you hear a double beep and the display reads DELETED/SEGMENT. The cut is then final.*

**Tip**

Change your mind? To cancel a deletion that is in progress, press and quickly release the Delete button. No change will be made in the recording.

**Tip**

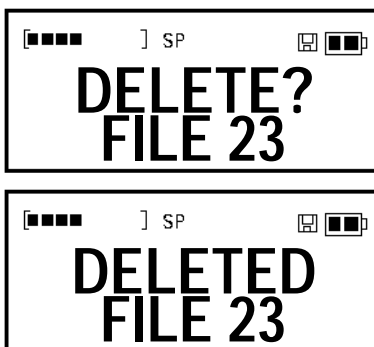
To protect your recordings, your recorder will not let you write over them. Instead of overwriting, you simply delete the comments you want to erase and insert the new comments, using the procedures for inserting and deleting.

Deleting Comments From the End of a Recording

- At the end of a recording, press Pause.
- Press and release Delete. *The words “START CUT” appear in the display.*
- Press the Rewind button to scroll backward until you reach the beginning of the comments you want to delete.
- Press and hold delete. *The words “DELETED SEGMENT” appear in the display to indicate that the part of the recording you marked is deleted.*

Deleting Entire Recordings

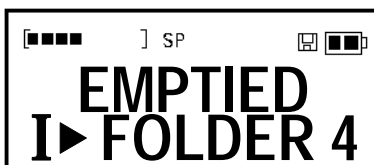
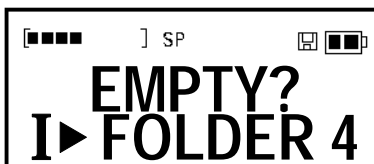
- Locate the recording to be deleted.
- Press and hold the Delete button until you see the message DELETED flashing (about two seconds). *You will first see the word DELETE? and then the file name. As you continue to hold down the button, the word DELETED starts to flash to indicate that the recorder has deleted the file. If you release the button before the display flashes, the recorder does not delete the file.*

**Deleting All the Files in a Folder**

- Press Folder until the desired folder is located.
- Press and hold Delete until you see the message EMPTIED flashing (about four seconds). *You will first see DELETE? and then the word DELETED flashes. Next, the word EMPTY? and the folder name appears. As you continue to hold down the button, the word EMPTIED starts to flash to indicate that the recorder has deleted all the files in*

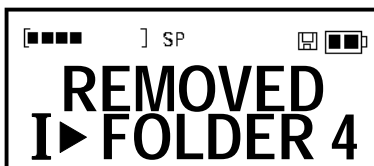
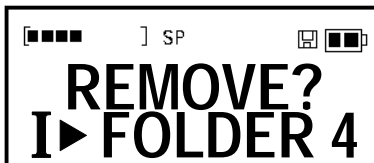
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that folder. If you release the button before the display flashes, the recorder does not delete the files.



Removing a Folder

- Press Folder until the desired folder is located.
- Press and hold Delete until you see the message REMOVED (about six seconds). *You will first see DELETE? and then the word DELETED flashes. Continue to hold down the button until the word EMPTY? and then the word EMPTIED flashes. Finally, the word REMOVE? and the name of the folder appears. The display flashes the word REMOVED to indicate that the recorder has deleted the folder. If you release the button before the display flashes, the recorder does not delete the folder.*

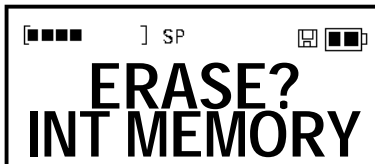


Deleting All the Files in a Memory

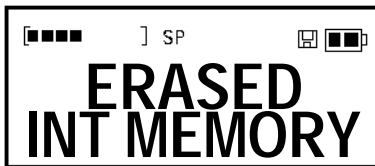
This procedure cleans out an entire memory, including all files in all folders and all the names of folders.

- Press Folder until the desired memory is located—internal (I) or external (C).

- Press and hold Delete until you see the message ERASED (about 10 seconds). *This will take you through the process of deleting a recording, a folder, and then an entire memory. You will hear a series of beeps and see DELETE and EMPTY, and then you will see ERASE/INT MEMORY or ERASE CARD, depending on the memory you are using.*



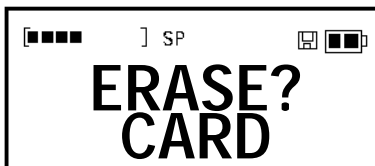
ERASE?
INT MEMORY



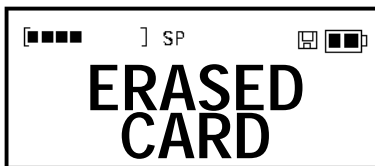
ERASED
INT MEMORY

- After the process is complete you will have four unnamed, empty folders.

Or



ERASE?
CARD



ERASED
CARD

Indexing Comments

Your Dragon NaturallyMobile recorder has an index function that allows you to put bookmarks in recordings to make comments easier to find later on. You can drop in an index mark while you are recording or while you are listening to a recording, using the following procedures.

Indexing Comments

- While recording or listening to a recording, press and hold Menu until the display shows INDEX/SET. *If you are recording, press the Menu button quickly because recording pauses briefly while the Menu button is depressed.*



Finding Indexed Comments

- While listening to a recording or while paused in a recording, press and release Menu. *The display will show INDEX/SCAN and arrows will appear.*



- Press either Rewind or Fast Forward to move immediately to the next index mark.



Tip

You can name folders from your PC. If you have entered names via the Voice It Link software, they will appear on the display when you press Folder or move from folder to folder. Otherwise, folders will be numbered.

Using the Folder Button

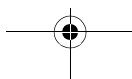
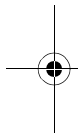
Folders are used to organize and store your recordings. Different types of recordings can be placed in different folders. Your recorder is preset with four unnamed folders, but you can create more. Your recorder can hold up to 99 folders in its internal memory. You can also create folders on memory cards.

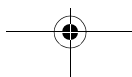
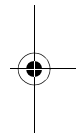
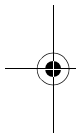
- Press and release Folder to move from folder to folder and to move back and forth between internal memory and a memory card.
- Press and hold Folder to move to the first folder of the next memory.



Chapter 4: Using Your Recorder

Note Do not use the Dragon NaturallyMobile recorder while driving a vehicle. Park the vehicle before using the recorder. Use common sense before using the recorder in any setting in which safety requires situation awareness.





Chapter 5

Using Voice It® Link™ Software

About Voice It Link Software

Voice It Link software allows your Dragon NaturallyMobile recorder to work in tandem with your computer. With this software, you can move a recording file from your recorder to your computer or from your computer to your recorder. This same software program allows you to name files and folders and to sort and organize your files. Your Voice It Link software serves as your bridge to voice-to-text software, which converts voice files to text files.

System Requirements for Voice It Link Software

- Windows® 95, Windows 98, and Windows NT 4.0 operating systems.
- A Pentium®-compatible processor running at a minimum of 100 MHz with 16 MB of RAM for basic functions; typically a 166 MHz Pentium MMX processor and 32 MB of RAM.
- 10 MB of free space on your hard disk for basic functions; 100 MB for voice-to-text functions.
- An available serial port with a DB-9 connection. If you have a DB-25 connection, you will need a DB-25-to-DB-9 adapter. A DB-9 connector has 9 pins in a D-shaped outline.
- An industry-standard sound adapter, such as SoundBlaster®, which permits playback of audio files.

Setting Up and Using Voice It Link Software

The Voice It Link software is usually installed when you install the Dragon Systems product with which it is designed to work. Consult the installation procedure for your Dragon Systems software for additional information.

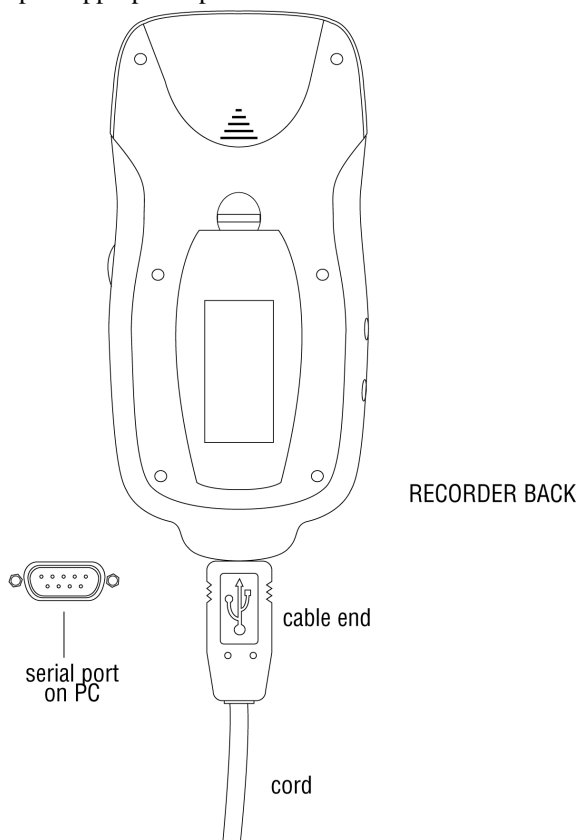
The software includes a comprehensive Help system. This system explains how to use the Voice It Link software together with your recorder.

Connecting Your Recorder to a PC

- Turn off the recorder. The Power button turns the recorder on and off.
- Plug the supplied cable into your recorder.

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- Plug the cable into a free serial port on your PC. You may have to disconnect another peripheral, such as an external modem, to free up an appropriate port.



Chapter 6

Caring for Your Dragon NaturallyMobile Recorder

Heat, Moisture, and Static Electricity

Heat, moisture, and static electricity can damage your Dragon NaturallyMobile recorder. It is important to keep the recorder out of the sun and away from places in which it might get wet or be subject to excessive static electricity.

Replacing the Batteries

Use the same procedure for replacing the batteries that you used for initially installing them (see page 5). Observe the following precautions:

- Be sure to turn off the unit when replacing batteries. Recordings could be lost or the unit could be damaged if the power remains on while you are replacing the batteries.
- Be sure to reset the clock for accurate date stamping of your recordings. Refer to the instructions on page 5 for setting the clock.

Troubleshooting

The Unit Will Not Operate

- Check to see if you have battery power. If the battery icon in the upper right corner of the display is blinking, the batteries need to be replaced.
- If you are using a memory card, check to see if it is properly inserted. The recorder will not operate if a card is partially inserted.
- Try removing the batteries. Wait 30 seconds and then reinsert them.

The Unit Will Not Record

- Check to see if you have battery power. If the battery icon in the upper right corner of the display is blinking, the batteries must be replaced.
- Check to see if the memory is full. If the memory bar in the upper left corner of the display is solid black, the memory is full. To continue to record, delete stored recordings or insert a memory card.

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The Unit Locks Up

Your recorder can be reset entirely if it locks up or experiences some other malfunction. Resetting the unit will not affect your recordings.

- Remove the batteries, wait 30 seconds, then reinsert them or insert new ones.
- Follow the usual procedures for setting the clock and other menu items.

The Display Reads “CARD/READ ONLY”

This indicates that write-protection is active on the card you have inserted. Write-protection prevents a user from deleting or changing recordings.

- To use the card for new recordings, remove the round sticker from the recessed area on the card. This cancels write-protection.

It is also possible that you may be using a card that has not been properly formatted. See the section “Using New Cards the First Time” on page 14 for more information.

The Display Reads “WRONG TYPE/OF CARD”

This indicates that the memory card you have inserted is not compatible with your recorder.

- Try another card.

The Unit Indicates Corrupted Memory on Startup

If your unit indicates that memory is corrupted when you insert new batteries (display reads “INTMEMORY/ERROR F”), it is possible that an unusual circumstance has occurred. This may have happened when the batteries were being inserted, or perhaps if the batteries were removed while you were performing a procedure. In this case, pressing Delete will restart the unit, but choosing the other blinking alternative of pressing Play (▶) will allow you to continue using your unit. If this fails to correct the problem, press Play (▶) to Start. Copy all your files onto your PC and then press and hold Delete to completely erase the recorder’s internal memory. Restore your recorder’s files from your PC.

The Unit Loses a Folder

A folder can be lost if batteries are inserted or removed during certain operations. In this case, the folder will be skipped and you will hear a

Chapter 6: Caring for Your Dragon NaturallyMobile Recorder

double beep while the folder is scrolling (if beeps are on) when the missing folder is passed. To delete the lost folder, use the Voice It Link software, referring to the instructions contained in the Voice It Link Help system.

Recording Is Missing

- Make sure that the memory you have active in the Voice It Link software window is the same as the memory on which the file was recorded.
- Make sure you are in the same folder as the one in which the recording was stored. Recordings can be filed in any of four folders on the internal memory and four folders on each memory card. To move from folder to folder, press the Folder button.

A Card Does Not Fit in the Recorder

- Do not force the card. It may be a type of card that is incompatible with your recorder.
- Check to make sure you are using a SmartMedia or SSFDC type of card, and it is marked "3.3 V."

Contacting Dragon Systems Technical Support

You can contact Dragon Systems Technical Support in the following ways:

World Wide Web (WWW)	www.naturalspeech.com www.dragonsys.com
E-mail	support@dragonsys.com
Fax	617-527-4576
Telephone	617-965-7670

Calling Dragon Systems Sales and Customer Service

If you would like to purchase additional Dragon NaturallyMobile recorders, you can contact Dragon Systems Customer Sales at 1-800-4-DRAGON (1-800-437-2466) or 1-617-965-5200.

Dragon NaturallyMobile Recorder Accessories

The following Dragon NaturallyMobile recorder accessories are available from Voice It Worldwide, Inc. Some compatible accessories may also be found at many consumer electronics store.

Memory Cards

Using memory cards increases the capacity of your recorder. The recorder will accommodate industry-standard 2 MB, 4 MB, and 8 MB SmartMedia cards. Memory cards are 3.3 Volt.

Leather Carrying Case

A leather carrying case for the recorder is available from Voice It Worldwide, Inc.

Ordering Accessories

- To order accessories from Voice It Worldwide, Inc., call 1-800-47-VOICE (1-800-478-6423).

Warranty

Dragon Systems, Inc., will repair or replace this product for 90 days from date of purchase if it fails due to defects in materials or workmanship. For information, call Dragon Technical Support at 617-965-7670.

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CORPORATE HEADQUARTERS

Dragon Systems, Inc.
320 Nevada Street
Newton, Massachusetts 02460
USA

Tel: +1 -617-965-5200
Fax: +1-617-527-0372
E-mail: info@dragonsys.com
Web: www.naturalspeech.com

DRAGON SYSTEMS UK Ltd.

Seagate House
Globe Park, Marlow
Buckinghamshire SL7 1LW
United Kingdom

Tel: +44 (0) 1628 894150
Fax: +44 (0) 1628 894151
E-mail: info@dragon.co.uk

DRAGON SYSTEMS GmbH

Dragon Systems GmbH
Messerschmittstrasse 4
D-80992 Munich
Germany

Tel: +49-89-1430-5062
Fax: +49-89-1430-5536
E-mail: deutsch@dragonsys.com

DRAGON SYSTEMS FRANCE

Tour Atlantique, 23e étage
Place de la Pyramide
92911 Paris La Défense
France

Tel: +33 (0)1 55 91 95 20
Fax: +33 (0)1 55 91 95 21
E-mail: french@dragonsys.com

